

**BIG
2nd YEAR**

HOME VIDEO HARDWARE & SOFTWARE ANNUAL

Buyer's Guide

\$2.25

VIDEO

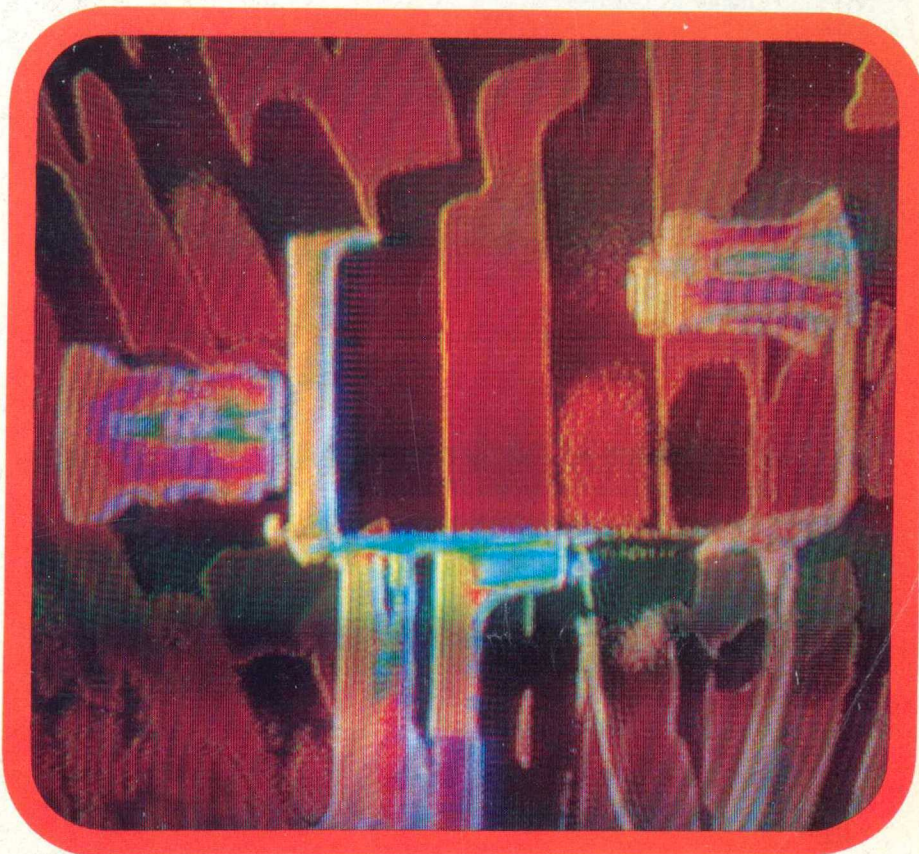
DELL
4835

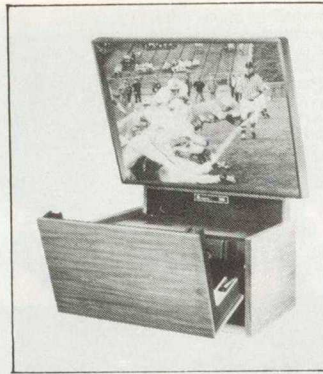
79

**Complete
Specs,
Features,
New Products,
List Prices**

VIDEOCASSETTE
RECORDERS ●
BLACK & WHITE
VIDEO CAMERAS
● PORTABLE VCR

● CAMERA SYSTEMS ● PROGRAMMABLE VIDEO
GAMES ● PRE-RECORDED VIDEOCASSETTES ●
LARGE-SCREEN TVs ● COLOR VIDEO CAMERAS
● VIDEODISCS ● INEXPENSIVE VIDEO GAMES ●
HOME COMPUTERS ● BLANK VIDEO
CASSETTES ● VIDEO ACCESSORIES ●
COLOR TVs ● '79 SOFTWARE UP-DATE





PUBLISHER'S PAGE	6
VIDEOCASSETTE RECORDERS	7
AC Powered Decks.....	8
The Portables	16
Comparison Chart	18
VIDEO CAMERAS	19
Black-and-White Cameras	20
Color Cameras.....	23
Comparison Chart	28
VIDEODISC SYSTEMS	29
VIDEO GAMES	33
Hard-Wired Games	34
Programmable Games	37
Comparison Chart	42
HOME COMPUTERS	43

conte



ISSN 0147-8907

Jay Rosenfield
publisher

Rena Adler
executive managing editor

Harvey Hersh
executive art director

Deeny Kaplan
editor

Margaret Cawthorne
Jan Kaplan
Miriam Kyman
Carol Devon
Lily Schwartzberg
Mary-Elizabeth Kennealy
editorial assistants

Kenneth Ziegler
Mark Edwards
Stacey Harvey
Madeline Sherman
art associates

Amy Rich
Malcolm MacKeever
staff writers

Tom Koger
marketing director

Creative Concepts
graphic consultants

Max. H. Wolff
circulation director

For Advertising
Information call:
(212) 777-0800

Cover Video Art by
Philip Perlman
and Mike Sullivan

COLOR TELEVISIONS	47
Bohsei.....	48
General Electric.....	48
Hitachi.....	52
Magnavox.....	54
Panasonic.....	56
Philco.....	58
Quasar.....	60
RCA.....	62
Sampo.....	64
Sanyo.....	64
Sharp.....	66
Sony.....	68
Sylvania.....	70
Toshiba.....	71
Zenith.....	73
LARGE-SCREEN TELEVISIONS	75
Comparison Chart.....	84
VIDEO ACCESSORIES	85
SOFTWARE DIRECTORY	89

Nineteen Hundred and Seventy-nine

Volume Two, Number One

nts video

VIDEO is published five times a year—Spring, Summer, Fall, Annual Buyer's Guide, and Winter—by Reese Publishing Company Inc., 235 Park Avenue South, New York, N.Y. 10003. Single copy price \$2.25 (for Buyer's Guide; regular issue \$1.50). One-year subscription \$6.00. Application to mail at second-class postage rates is pending at N.Y., N.Y., and at additional mailing offices. (c) 1978 by Reese

Publishing Company, Inc. All rights reserved. (c) 1978 under Universal, International and Pan American Copyright Conventions. Reproduction of the editorial or pictorial content in any manner is prohibited. All material listed in this magazine is subject to manufacturer's change without notice, and the publisher assumes no responsibility for such changes. Printed in the U.S.A.

THE VIDEO GAMES

VIDEO GAMES have come a long way since the first one—the original Odyssey from Magnavox—made its debut in 1972. To use it, players had to place a series of laminated plastic overlays on their TV screens and hold them there with cellophane tape. In a word, it was primitive.

Today's games, even the simplest, are infinitely more sophisticated. Using tiny electronic chips or mini computer circuits or microprocessors that are housed in compact consoles, they display directly on the TV screen. They also provide automatic on-screen scoring and legends, a variety of sound effects that range from ball contact beeps to electronic musical orchestrations announcing game winners, and game-playing features as simple as adjustable paddle size and as complicated as fully maneuverable, lifelike on-screen players. There are basic games like tennis, sophisticated adult games like Las Vegas-type blackjack, poker, and backgammon, challenging skill games like nine-man baseball, word and memory games that tickle the brain and test powers of concentration, teaching games, and games that provide plenty of action—many with a realism and excitement once thought impossible in electronic displays. Some even go beyond conventional game-playing—all the way to the creation of original electronic music and video art and to complex mathematical problem-solving.

There are two basic types of video games—the hard-wired (the games and additional playing features are built in as part of the circuitry and are therefore fixed) and the programmable (optional program cartridges along with advanced computer technology offer expandable game-playing capabilities, features, and functions that are virtually unlimited).

In general, hard-wired games offer ball games or target games, and all have some sort of handicapping feature to spice up play. They may display in either color or black and white. Programmable games, on the other hand, all display in color, and with one exception noted in the individual descriptions that follow, they all operate on AC power rather than batteries. Game-playing features vary from unit to unit—some offer simple handicapping, some unique and very challenging variables that can be programmed by the players themselves.

Since last year's 1978 VIDEO BUYER'S GUIDE, there have been several changes in the video game industry. For one thing, several of last year's manufacturers have dropped out of the business and a few new ones have entered. And the ones who've remained have, for the most part, come out with new units this year—either brand new or modified and updated versions of last year's models. Magnavox and Atari, for instance, have killed their hard-wired

games in favor of new programmables; and Fairchild and Bally have expanded their programmables with new add-on accessories that provide new capabilities.

Pricing has also changed to some degree. In general, hard-wired games have come down—one that listed for \$34.95 last year is \$19.95 this year. Programmables, however, are holding steady for the most part, and the costliest ones are actually higher than last year's top-of-the-line models.

The heftier price tag for these high-end programmables is directly related to their more advanced capabilities, and this is another big change in video games this year. As you'll see in the individual listings, some of these programmables are not "merely" video games but have been expanded technologically into computers with varying degrees of sophistication. These days, when you buy a high-end video game, you may also be buying a unit that can teach, handle mathematical computation, store recipes and budget information, keep track of household finances, and figure out your taxes. Categorizing these units—deciding whether they're video games that can also function as computers or computers that can also play games—can be tricky in some cases. For purposes of this BUYER'S GUIDE, we've categorized them according to the way they're being marketed.

HARD-WIRED GAMES

TELSTAR ALPHA

from Coleco

Coleco's Telstar Alpha features four games—tennis, hockey, handball, and jai-alai—for two players. All games are in black and white, have automatic digital display scoring, and have sound effects to highlight scoring, hits, and rebounds. All controls, including variable ball speeds for the



beginner, intermediate, and pro-level player, are located on the console.

Six "C" batteries or AC adaptor, neither included with purchase, are required for operation.

BUYER'S DATA

The Telstar Alpha weighs 2½ pounds and measures 3½ x 13½ x 7½ inches (h/w/d).

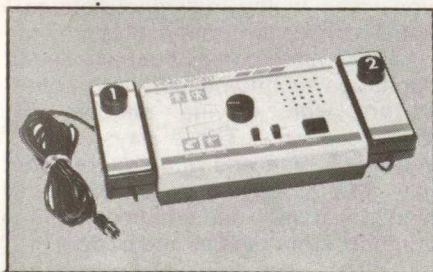
Suggested retail price is \$14.95.

To receive additional information on Telstar Alpha, circle No. 47 on our Reader Service Card.

VIDEO SPORT 104

from TCR

The Video Sport Model 104 has four hard-wired games that display in black and white—tennis, hockey, squash, and solo practice—for up to two players. Included in the package



are two detachable remote controls, two ball speeds, amateur and professional, and sound effects to accent paddle and boundary contact. All games end at 15 points, and digital on-screen scoring keeps track of the games in progress.

The unit operates on two 9 V batteries or AC adaptor, neither in-

cluded with purchase.

BUYER'S DATA

Video Sport 104 weighs 1 pound and measures 3¼ x 10½ x 5 inches (h/w/d).

Suggested retail price is \$16.95

To receive additional information on Video Sport 104, circle No. 48 on our Reader Service Card.

TELSTAR COLORTRON

from Coleco

The Telstar Colortron offers two players four ball games—tennis, hockey, handball, and jai-alai—all with color displays on color TV sets. Players control action with on-console control knobs, and have their choice of beginner, intermediate, and pro skill levels. Additional features include on-screen digital scoring and sound effects accenting scoring, hits, and rebounds.



Two 9 V batteries or AC adaptor, neither included, are required for operation.

BUYER'S DATA

The Telstar Colortron weighs 1 pound and measures 2 x 11¼ x 4 inches (h/w/d).

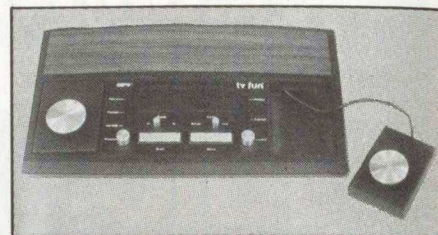
Suggested retail price is \$19.95.

To receive additional information on Telstar Colortron, circle No. 49 on our Reader Service Card.

TV FUN #405

from APF Electronics, Inc.

TV Fun 405 has three two-player games (tennis, hockey, and squash) and a singles handball game for players to practice and sharpen their skills—all operated by remote control units. All games are displayed in black and white, have digital on-screen scoring up to 15 points, and have three different sound effects to accent play. Additional features include the choice of automatic or manual serve and three degrees of



difficulty—amateur, average, and professional.

The game operates on either six "C" batteries, not included, or optional AC adaptor.

BUYER'S DATA

TV Fun 405 weighs 3 pounds and measures 2 x 12 x 6 inches (h/w/d).

The suggested retail price is \$19.95.

To receive additional information on TV Fun 405, circle No. 50 on our Reader Service Card.

MODEL 666-S

from Hanimex

This uniquely designed compact game unit offers two players separate controls for hockey, squash, and tennis, and a singles handball practice game. Players have their choice of manual or automatic serve, small or large paddle size, fast or slow ball speed, and 20- or 40-degree bounce angle. The black-and-white games have automatic on-screen scoring and realistic sound effects. The master remote and separate remote



have Velcro strips so they can be stored on the back of the TV when not

in use.

Either a 9 V battery or AC adaptor, neither included, is required for operation.

BUYER'S DATA

The master remote unit measures $8\frac{1}{2} \times 2\frac{1}{4} \times 1\frac{1}{2}$ inches (h/w/d) and the separate remote measures $3\frac{1}{2} \times 1\frac{3}{4} \times 1\frac{1}{4}$ inches (h/w/d); together they weigh 2 pounds.

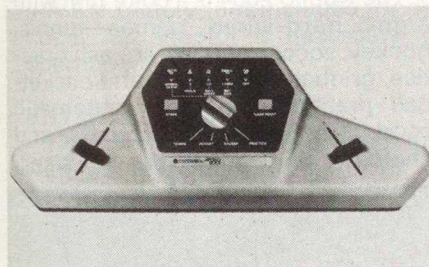
The suggested retail price is \$19.95.

To receive additional information on Hanimex 666-S, circle No. 51 on our Reader Service Card.

APOLLO 2001

from Enterprex

Four games—tennis, hockey, squash, and solo practice—are built into this two-player game. Features include choice of manual or automatic serve, choice of bat size,



ball speed, and angle of ball, digital on-screen scoring, and game sound effects. Controls, simple slide switches, are located on the game console.

The game operates on six "C" batteries, not included, or optional AC adaptor.

BUYER'S DATA

The Apollo 2001 measures $2 \times 14\frac{1}{2} \times 6$ inches (h/w/d) and weighs $2\frac{1}{2}$ pounds.

The suggested retail price is \$24.95.

To receive additional information on Apollo 2001, circle No. 52 on our Reader Service Card.

TELSTAR RANGER

from Coleco

Two moving target games and four ball games (tennis, hockey, handball and jai-alai) are hard-wired into the Telstar Ranger. For the ball games, two players use detachable remote controls; for the target games, a photo-electric pistol is included with



purchase. All games are displayed in black and white and have digital display scoring and appropriate sound effects plus players' choice of skill speeds.

Six "C" batteries or AC adaptor, neither included, is required to operate the game console; one 9 V transistor battery is needed for the target pistol.

BUYER'S DATA

The Telstar Ranger console measures $6 \times 17\frac{1}{2} \times 8$ inches (h/w/d) and weighs 4 pounds.

Suggested retail price, including gun, is \$24.95.

To receive additional information on Telstar Ranger, circle No. 53 on our Reader Service Card.

TV FUN #406

from APF Electronics, Inc.

APF's TV Fun 406 has three games for two players (tennis, hockey, and squash) and singles handball for one player—all displayed in color on color TVs and operated by remote control units. Up to 15 points are automatical-



ly shown on screen, and three different sounds highlight the games. Additional features are the choice of automatic or manual serve and the choice of three different skill levels.

The game operates on either six "C" batteries, not included, or an optional AC adaptor.

BUYER'S DATA

TV Fun 406 measures $2 \times 12 \times 6$ in-

ches (h/w/d) and weighs 3 pounds.

Suggested retail price is \$24.95.

To receive additional information on TV Fun 406, circle No. 54 on our Reader Service Card.

VIDEO SPORT 204

from TCR

TCR's Model 204 is a two-player four-game unit that displays in color on color TV sets. The games—tennis, hockey, squash, and solo practice—are played through remote controls with digital on-screen scoring and sound effects each time the ball hits a paddle or boundary. Players have two ball speeds to choose from, and all games end when one player reaches 15 points.



Two 9 V batteries or an AC adaptor, neither included, are needed to operate the unit.

BUYER'S DATA

The Video Sport 204 game measures $3\frac{1}{4} \times 10\frac{1}{2} \times 5$ inches (h/w/d) and weighs 1 pound.

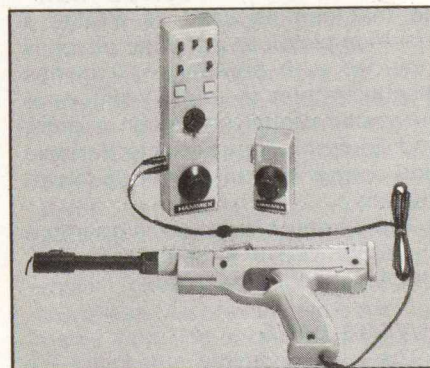
Suggested retail price is \$24.95.

To receive additional information on Video Sport 204, circle No. 55 on our Reader Service Card.

MODEL 666-SG

from Hanimex

The Model 666-SG video game from Hanimex is a streamlined, com-



HARD-WIRED GAMES

compact unit for one or two players with four ball games (hockey, squash, tennis, and singles handball), a moving target game, and a stationary target game. Features include on-screen scoring of shots and hits, sound effects to accent play, variable ball speeds, paddle sizes, and bounce angles, and choice of automatic or manual serve. All games are displayed in black and white, and a special adhesive strip on both remotes allow for easy storage right on the TV set when not in use.

To operate, either a 9 V battery, not included, or optional AC adaptor is required.

BUYER'S DATA

The master remote unit containing the electronics and game controls measures $8\frac{1}{2} \times 2\frac{1}{4} \times 1\frac{1}{2}$ inches (h/w/d) and the separate remote measures $3\frac{1}{2} \times 1\frac{1}{4} \times 1\frac{1}{4}$ inches (h/w/d). The two units weigh 2 pounds together.

The suggested retail price, including gun attachment, is \$29.95.

To receive additional information on Hanimex 666-SG, circle No. 56 on our Reader Service Card.

TELSTAR MARKSMAN

from Coleco

Four ball games (tennis, hockey, handball, and jai-alai) and two shooting games (skeet and target) are built into the Telstar Marksman. For the target games, a photo-electric ri-



file that can be used as a rifle, a machine pistol, or a regular pistol, is included with purchase. All games display in color on color TV sets, have automatic digital on-screen scoring and electronic sound effects. Variable skill control is available for up to two players.

The Telstar Marksman is operated on either two 9 V batteries or AC adaptor, neither included.

BUYER'S DATA

The game console measures 2 x

$11\frac{1}{4} \times 5\frac{1}{2}$ inches (h/w/d) and weighs 1 pound.

Suggested retail price is \$29.95.

To receive additional information on Telstar Marksman, circle No. 57 on our Reader Service Card.

VIDEO SPORT 106

from TCR

This black-and-white game from TCR offers up to two players four ball games (tennis, hockey, squash, and practice) and two target games. Included with purchase are two remote



controls and a rifle that can be used in four different configurations. Other features include choice of ball speeds, realistic game sound effects, and large digital on-screen scoring.

The game operates on either two 9 V batteries or AC adaptor, both to be purchased separately.

BUYER'S DATA

The Video Sport 106 console weighs 1 pound and measures $6\frac{1}{2} \times 10\frac{1}{2} \times 5$ (h/w/d).

Suggested retail price is \$29.95.

To receive additional information on Video Sport 106, circle No. 58 on our Reader Service Card.

VIDEO SPORT 206

from TCR

The Video Sport 206 displays its games—tennis, hockey, squash, practice, and two target games—in color on color TV sets. Up to two



players can play using the detachable remote controls, and a rifle that can be used in four different ways is included for the target games. Features include sound effects during play, digital on-screen scoring, and the choice of amateur or professional ball speeds.

Two 9 V batteries or an AC adaptor, neither included, are needed for operation.

BUYER'S DATA

The Video Sport 206 measures $6\frac{1}{2} \times 10\frac{1}{2} \times 5$ inches (h/w/d) and weighs 1 pound.

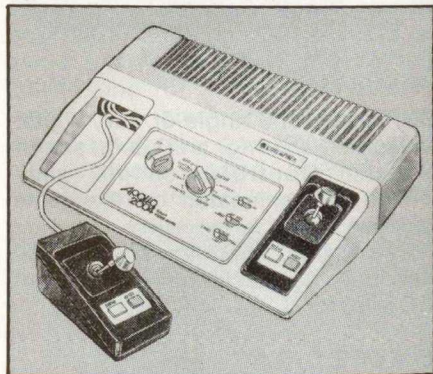
Suggested retail price is \$36.95.

To receive additional information on Video Sport 206, circle No. 59 on our Reader Service Card.

APOLLO 2004

from Enterprex

The Apollo 2004 is a color unit with eight hard-wired games—tennis, hockey, soccer, squash, squash practice, gridball, basketball, and basketball practice—on-screen automatic scoring, realistic game sounds, and choice of ball speeds and bat sizes.



Two joystick remote controls allow players to rush the net or the goalie and control the angle of ball deflection off the bat. Games end at 15 points, and the score flashes to indicate the winner.

Six AA batteries or AC adaptor, neither included, are required for operation.

BUYER'S DATA

The Apollo 2004 weighs 4 pounds and measures $2\frac{1}{2} \times 11 \times 7\frac{1}{4}$ inches (h/w/d).

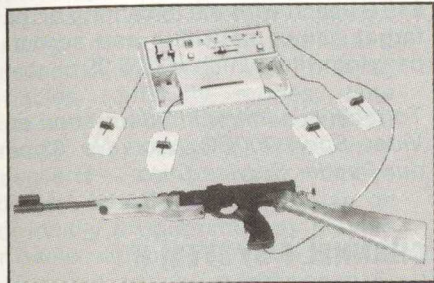
Suggested retail price is \$39.95.

To receive additional information on Apollo 2004, circle No. 60 on our Reader Service Card.

MODEL 888-G

from Hanimex

This color game from Hanimex has four remote controls, a rifle attachment, and eight hard-wired games—



singles tennis, doubles tennis, hockey for two players, hockey for four players, squash, handball practice, a moving target game, and a stationary target game. Features include amateur or professional handicapping settings, choice of manual or automatic serve, automatic on-screen scoring, and sound effects.

A 9 V battery, not included, or optional AC adaptor is necessary for operation.

BUYER'S DATA

Hanimex's 888-G weighs 6 pounds with gun and measures 3 x 11½ x 7½ inches (h/w/d).

The suggested retail price for console and gun is \$39.95.

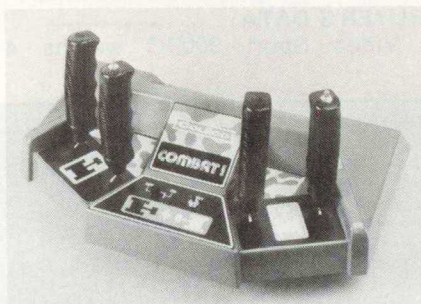
To receive additional information on Hanimex 888-G, circle No. 61 on our Reader Service Card.

TELSTAR COMBAT

from Coleco

The Telstar Combat has four black-and-white tank battle games (Combat, Night Battle, Robot Battle, and Camouflage Combat) for two players. Dual throttle controls with firing buttons move the tanks around at various speeds and angles, allowing players to dodge obstacles, avoid mines, and finally fire at the enemy. Electronic sound effects of roaring engines, bombarding shells, and exploding tanks accent the action; on-screen digital scoring keeps track of it.

Required for operation are six "C" batteries or AC adaptor, both to be purchased separately.



BUYER'S DATA

Telstar Combat weighs 5½ pounds and measures 8 x 15 x 10½ inches (h/w/d).

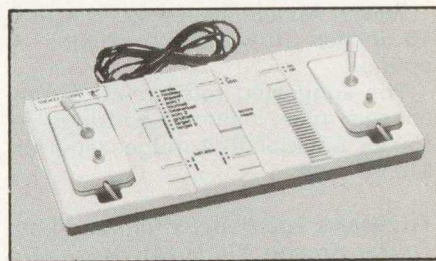
Suggested retail price is \$39.95.

To receive additional information on Telstar Combat, circle No. 62 on our Reader Service Card.

VIDEO SPORT 510

from TCR

The high end of TCR's line of hard-wired video games is Model 510, with ten games for up to two players—tennis, hockey, squash, squash practice, gridball, basketball, basketball practice, one-player target, and two-player target—all displayed in color



on color TVs. Players have their choice of two ball speeds and two bat sizes, and additional features include detachable joystick remote controls, on-screen scoring to 15 points, and sound effects accenting game play.

The game operates on six "C" batteries or AC adaptor, neither included with purchase.

BUYER'S DATA

Video Sport 510 measures 3½ x 13½ x 8 inches (h/w/d), weighs 3 pounds. Suggested retail price is \$44.95.

To receive additional information on Video Sport 510, circle No. 63 on our Reader Service Card.

PROGRAMMABLE GAMES



TELSTAR ARCADE

from Coleco

Coleco's programmable game system is uniquely designed with triangular cartridges that fit into a three-sided console that holds all the master and handicapping controls plus the necessary accessories—steering wheel, gear shift, target pistol in holster, etc.—for game-playing. One cartridge, containing tennis and road racing and quick draw games, is included with purchase. Also available is an eight-game ball and target cartridge that comes with two remote controllers to

PROGRAMMABLE GAMES

allow for four-player competition; another cartridge with three pinball and two shooting games; a battle game cartridge; a cartridge containing twenty-five driving maze games; and a cartridge with fifteen action games including Break Thru.

BUYER'S DATA

Telstar Arcade measures 7½ x 18 x 16 inches (h/w/d) and weighs 4 pounds.

The suggested retail price of the console plus included cartridge is \$59.95. Additional cartridges retail for \$19.95 each.

To receive additional information on Telstar Arcade, circle No. 64 on our Reader Service Card.

VIDEO SPORT 900PC from TCR

A cartridge with ten games—tennis, hockey, handball, handball practice, soccer, gridball, basketball, basketball practice, and two target games—are included with purchase of this unit. Also available are cartridges that contain racing games, cycle games, combat games, sea battle games, and target games (the last with accessory rifle). Two remotes with joystick controls control play; skill adjustment controls are located on the console.

This game operates on either 6 "C" batteries or AC adaptor, neither included with purchase.

BUYER'S DATA

Video Sport 900PC weighs 4

pounds and measures 3½ x 16 x 9¼ inches (h/w/d).

The suggested retail price for the console plus ten-game cartridge is \$69.95. Additional cartridges are \$19.95 each with the exception of the target games cartridge and accompanying rifle, which is \$29.95.

To receive additional information on Video Sport 900PC, circle No. 65 on our Reader Service Card.

CHANNEL F SYSTEM II from Fairchild

Fairchild's programmable game system has a current library of twenty-four different cartridges. Twenty-one of them—including



Checkers, Bowling, Video Whizball, Pinball Challenge, Hangman, Math Quiz, Blackjack, Spitfire, Maze, Backgammon, Baseball, Sonar Search, Desert Fox/Shooting Gallery, Drag Race, and Memory Match, among others—are standard Videocarts, meaning that playing variables (difficulty modes, time limits, etc.) are controlled and pre-set through the console. Three new Videocarts—Casino Poker, Space Odyssey, and Pro Football—can be individually programmed by players for game variables such as type of play, speed, etc. by means of a 16-button keyboard optional accessory that plugs into the console. Either one or two people can play both the standard and programmable games using

the remote eight-way hand controller sticks.

BUYER'S DATA

The Channel F System II weighs 9 pounds and measures 3 x 11 x 13 inches (h/w/d).

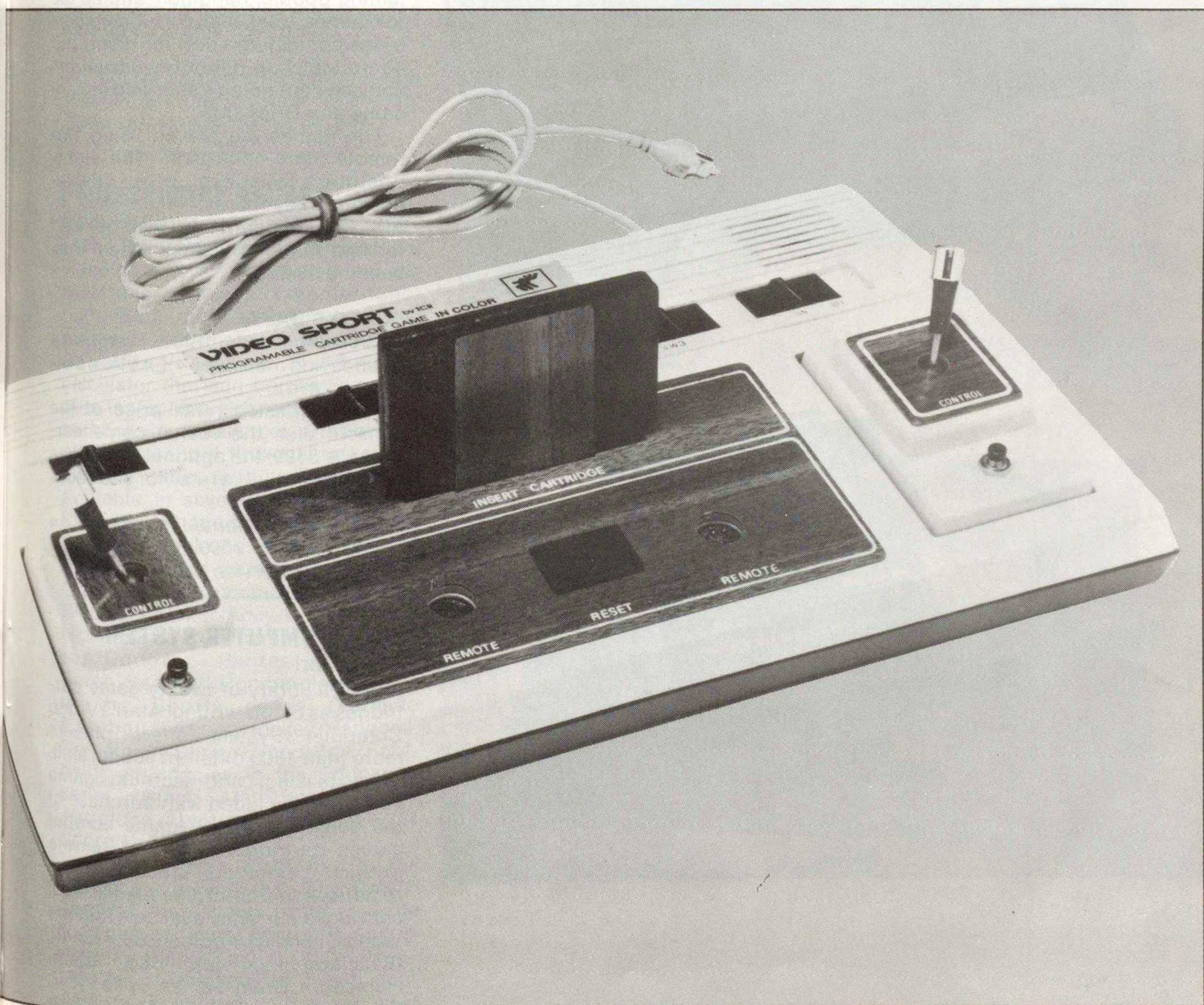
The suggested retail price of the console plus one cartridge is \$149.95. Standard Videocarts retail for \$19.95; programmable Videocarts for \$24.95; and the keyboard attachment to program the programmables retails for \$9.95.

To receive additional information on Channel F System II, circle No. 66 on our Reader Service Card.

ODYSSEY² COMPUTER VIDEO GAME SYSTEM

from Magnavox

Magnavox's first programmable game features a 49-position alpha numeric keyboard and two remote controllers with joystick controls for game-playing. One cartridge, containing Speedway and Spinout, race course games, and Crypto-logic, a word game that tests mental dexterity, comes with purchase of the unit. Optional game programs available at the present time include a football cartridge with a variety of offensive and defensive play possibilities; a cartridge containing numerous tank and submarine combat games; a Las Vegas-type blackjack game cartridge; a cartridge containing bowling



PROGRAMMABLE GAMES

and basketball games; a learning skills cartridge containing math and other games; a full-action baseball cartridge; and a cartridge containing Matchmaker, Logix, and Buzzword, all games to test mental dexterity. In addition, a cartridge entitled Computer Introduction that makes full use of the keyboard enables users to create and use working computer

programs.

BUYER'S DATA

The Odyssey² console measures 4½ x 13¼ x 13½ inches (h/w/d) and weighs 1½ pounds.

The suggested retail price of the unit is \$179.95 including accompanying cartridge. Additional game cartridges are \$19.95, and the Com-

puter Introduction cartridge retails for \$24.95.

To receive additional information on Odyssey², circle No. 67 on our Reader Service Card.



MICROPROCESSOR 1000

from APF Electronics, Inc.

APF's programmable game offers cartridges for ball games, action games, and strategy games, and it will be expanding to include teaching programs in the future. One cartridge, containing a rocket patrol game, comes with purchase of the console; as of this writing, five more are available—one containing Catena, a game similar to checkers; one containing doodle, hangman, and tic tac toe games; a baseball cartridge; a cartridge containing a bowling game and Micro Matchup (like Concentration); and one containing a shooting gallery game and Brick-down.

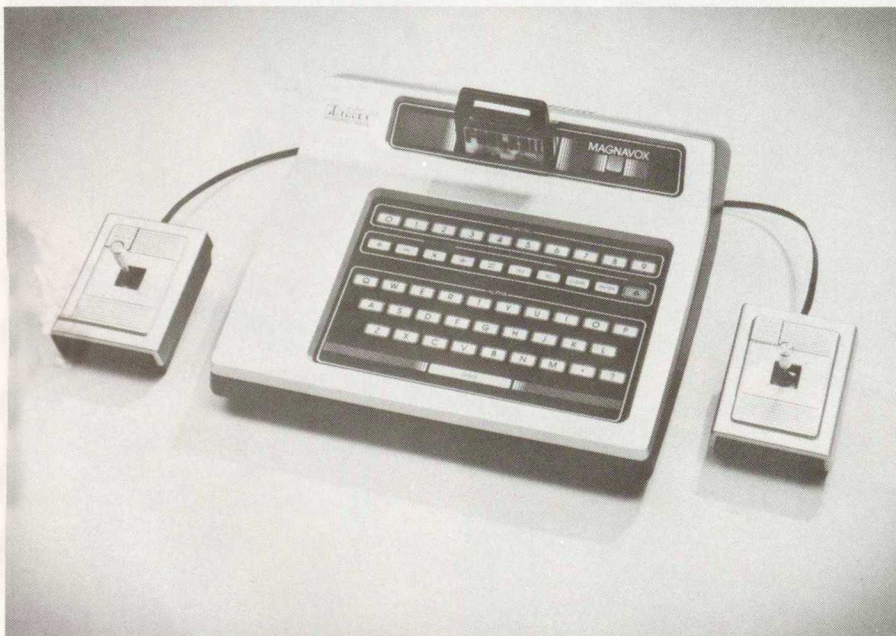
The games are played using two remote hand controllers with eight-position joysticks plus twelve-position keyboards. According to APF, the keyboards will also be used for the learning games when they become available.

BUYER'S DATA

Microprocessor 1000 weighs 4 pounds and measures 4½ x 11½ x 7 inches (h/w/d).

The suggested retail price of the console plus the rocket game cartridge is \$199; the optional cartridges presently available retail for \$25 each.

To receive additional information on Microprocessor 1000, circle No. 68 on our Reader Service Card.



VIDEO COMPUTER SYSTEM

from Atari

With a library of twenty game cartridges as of this writing, Atari's Video Computer System offers players more than 1300 different action, skill, brain teasing, and learning game variations. Included with purchase of the console are a 27-game combat games cartridge, a set of remote joystick controllers, and a set of remote paddle controllers. Additional cartridges currently available include Video Olympics, Football, Basketball, Blackjack, Indy 500, Basic Math, Home Run, Brain Games, Space War, Breakout, Street Racer, and Air-Sea

Battles. New this year are three brain-teasing and word game cartridges—Hunt & Score, Codebreaker, and Hangman—that use special keyboard controllers. The number of players accommodated depends on the specific game being played—either one, two, or four.

BUYER'S DATA

Atari's console measures $4\frac{1}{2}$ x $23\frac{1}{2}$ x 13 inches (h/w/d) and weighs $6\frac{3}{4}$ pounds.

The suggested retail price of the console including two sets of remote controllers and Combat cartridge is \$199.95. The Indy 500 cartridge, which comes with special steering controllers, retails for \$39.95; all other cartridges currently in Atari's library are \$19.95. The optional keyboard controllers to be used with selected cartridges retails for \$19.95.

To receive additional information on Video Computer System, circle No. 69 on our Reader Service Card.

PROFESSIONAL ARCADE

from Bally

The Bally Professional Arcade is a video game system that also teaches skills and performs computer functions. Built into the system are three games—Checkmate, Gunfight, and Scribbling—plus a five-function calculator that can be used to compute taxes, help kids with homework, reconcile bank balances, and perform other household financial tasks. Additional Videocade cassettes are available in several categories, and four remote hand controllers allow up to four people to play. There are Strategy series games (including a Checkers/Backgammon cassette and Blackjack/Poker/Acey-Deucey); Action/Skill games (280 Zzap/Dodgem, Panzer Attack/Red Baron, Sea Wolf/Bombardier); games in the Sports series (Tornado Baseball/Tennis/Hockey/Handball, Demolition Derby/Grand Prix, Football); and games in the Education series (Bingo Math/Speed Math, Astrology, Letter Match/Spell 'N Score/Crosswords).

New this year is the first in the Functional series—the Tiny BASIC cassette that allows users to write their own computer programs. According to Bally, Tiny BASIC is fun-oriented, designed to whet consumers' appetites and show what

computers can do. This one can personalize game-playing, produce original electronic music, and create electronic graphics and video art, among other things.

BUYER'S DATA

The Bally Professional Arcade console weighs 8 pounds and measures 5 x 15 x 10 inches (h/w/d).

Suggested retail price is \$299.95. Cassettes in the Sports series retail for \$24.95; those in the Action/Skill, Education, and Strategy series are \$19.95; the Tiny BASIC computer introduction cassette is \$49.95.

To receive additional information on the Professional Arcade, circle No. 70 on our Reader Service Card.



VIDEO GAMES COMPARISON CHART

manufacturer	model	games played	max. # players	color or b/w	battery or AC	dimensions (h/w/d)	weight (lbs.)	suggested retail price
Coleco	Telstar Alpha	t; h; hb; j	2	b/w	B or AC	3½ x 13½ x 7½	2½	\$14.95
TCR	Video Sport 104	t; h; hb; j	2	b/w	B or AC	3¼ x 10½ x 5	1	\$16.95
Hanimex	666-G	t; h; hb; p	2	b/w	B or AC	8½ x 2¼ x 1½	2	\$19.95
Coleco	Telstar Colortron	t; h; hb; j	2	color	B or AC	2 x 11¼ x 4	1	\$19.95
APF	TV Fun 405	t; h; hb; p	2	b/w	B or AC	2 x 12 x 6	3	\$19.95
Enterprex	Apollo 2001	t; h; hb; p	2	b/w	B or AC	2 x 14½ x 6	2½	\$24.95
Coleco	Telstar Ranger	t; h; hb; j; tg	2	b/w	B or AC	6 x 17½ x 8	4	\$24.95
APF	TV Fun 406	t; h; hb; p	2	color	B or AC	2 x 12 x 6	3	\$24.95
TCR	Video Sport 204	t; h; hb; p	2	color	B or AC	3¼ x 10½ x 5	1	\$24.95
Hanimex	666-SG	t; h; hb; p; tg	2	b/w	B or AC	8½ x 2¼ x 1½	2	\$29.95
Coleco	Telstar Marksman	t; h; hd; j; tg	2	color	B or AC	2 x 11¼ x 5½	1	\$29.95
TCR	Video Sport 106	t; h; hb; p; tg	2	b/w	B or AC	6½ x 10½ x 5	1	\$29.95
TCR	Video Sport 206	t; h; hb; p; tg	2	color	B or AC	6½ x 10½ x 5	1	\$36.95
Enterprex	Apollo 2004	t; h; hb; s; g; b; p	2	color	B or AC	2½ x 11 x 7¾	4	\$39.95
Hanimex	888-G	t; h; hb; p; tg	4	color	B or AC	3 x 11½ x 7½	6	\$39.95
Coleco	Telstar Combat	4 tank battles	2	b/w	B or AC	8 x 15 x 10½	5½	\$39.95
TCR	Video Sport 510	t; h; hb; g; b; p; tg	2	color	B or AC	8½ x 13½ x 8	3	\$44.95
Coleco	Telstar Arcade	various/unlimited	2/4	color	AC	7½ x 18 x 16	4	\$59.95
TCR	Video Sport 900	various/unlimited	2	color	B or AC	8½ x 16 x 9¼	4	\$69.95
Fairchild	Channel F System II	various/unlimited	2	color	AC	3 x 11 x 13	9	\$149.95
Magnavox	Odyssey 2	various/unlimited	2	color	AC	4½ x 13¼ x 13½	1½	\$179.95
APF	Microprocessor 1000	various/unlimited	2	color	AC	4½ x 11½ x 7	4	\$199.00
Atari	Video Computer	various/unlimited	2/4	color	AC	4½ x 23½ x 13	6¾	\$199.95
Bally	Professional Arcade	various/unlimited	4	color	AC	5 x 15 x 10	8	\$299.95

b-basketball g-gridball h-hockey hb-handball j-jai-alai p-solo practice s-soccer t-tennis tg-target games

THE HOME COMPUTERS

COMPUTERS are brand-new to the home market. Until 1978, the only computers found in homes belonged to avid kit builders who not only delighted in spending hundreds of hours building the things, they spent an equal amount of time programming them. But today there are several computers on the market that are ready and able to go to work for the average consumer.

The home computers covered in this section can perform a wide variety of tasks—keep track of personal finances, set up household budgets, do complex mathematical calculations, handle tax computations, figure interest and mortgage payments. Computers can also teach a variety of skills, store recipes and other household lists, function as a message center, and provide hours of fun with challenging games and other entertainment programs.

Most of us, at one time or another, have had a negative experience with a computer—whether it was a department store bill foul-up, a plane or hotel reservation that went wrong, or a computer date that was less than a dream. It's no wonder the idea of a computer can be intimidating. But if you understand that all they are are

machines designed to help with information-gathering and storage...that they only make mistakes when the information fed into them is incorrect...and that, contrary to several popular movies, they can't take matters into their own hands (or data banks) and take over the house, they can be a lot of fun. They can also make life a little bit easier.

Example: The next time you have to sit down and sent out holiday greeting cards, think how nice it would be if you had a list you could constantly update with address changes, additions, and subtractions without having to hunt it up in a closet and re-write it. A computer can store such a list in its memory; you can have access to it at any time; it can be altered quickly and easily and stored again until needed.

Example: Have a hard time remembering birthdays, anniversaries, and other special occasions? You can feed all the dates you have to remember into the computer and program it to play out a week or a month at a time. There, on the video display, will be those elusive dates.

Example: Are you giving a dinner party for twenty and your favorite recipe serves six? Good cooks know

that ingredients can't just be doubled or tripled, but there are programs available that can help you with the computations and come up with a new recipe that will taste every bit as good as your original one.

Although computers for the home are still in their infancy, they can do jobs in minutes that used to take you hours. And eventually, when the world of business catches on and catches up, they'll be able to do still more. Picture the day when you can sit at home in front of your computer keyboard and "talk" to your bank or your brokerage house or your supermarket or hotels around the world by just pressing a few keys. The possibility of conducting everyday business affairs through time-sharing computer terminals is still in the future, but it's bound to come.

As far as children and computers are concerned, they're really naturals together. Kids seem to learn faster and find computers stimulating as teaching machines. As an added bonus, they're less intimidated and more apt to pick up the computer language and programming method faster. That's probably because they think computers are fun. And they're right.

HOME COMPUTERS

PECOS I

from APF Electronics

The PeCos I personal computer system consists of a computer console with 60-key typewriter-style keyboard and built-in dual audiocassette decks (to store

programs) plus its own 9-inch diagonal black-and-white CRT monitor. At the present time, pre-programmed packages are available only for the small business market so the home user has to write his own programs (using a special PeCos

language which is a simplified derivative of the JOSS computer language) for such jobs as tax compilation, budgeting, and kitchen management, but APF says home-application programs will become available in the future.

Depending on requirements, the PeCos I is expandable with two additional cassette decks and a high-speed printer for permanent readouts of information.

BUYER'S DATA

The PeCos I computer console measures 8½ x 18½ x 19½ inches (h/w/d) and weighs 45 pounds.

The suggested retail price—console, monitor, and tape decks—is \$1065.

To receive additional information on the PeCos I, circle No. 71 on our Reader Service Card.



APPLE II

from Apple Computer

The Apple II unit recommended for home use is the Model A2S0016, and it consists of a computer console with 52-key typewriter-style keyboard, two hand controllers for game-playing (two more can be added if desired), and demonstration programs on audiocassettes. The Apple II displays its graphics on any conventional TV set (in color on color TVs) when connected via a separately purchased RF modulator, and can store its programs on audiocassettes when interfaced with a standard audiocassette recorder.

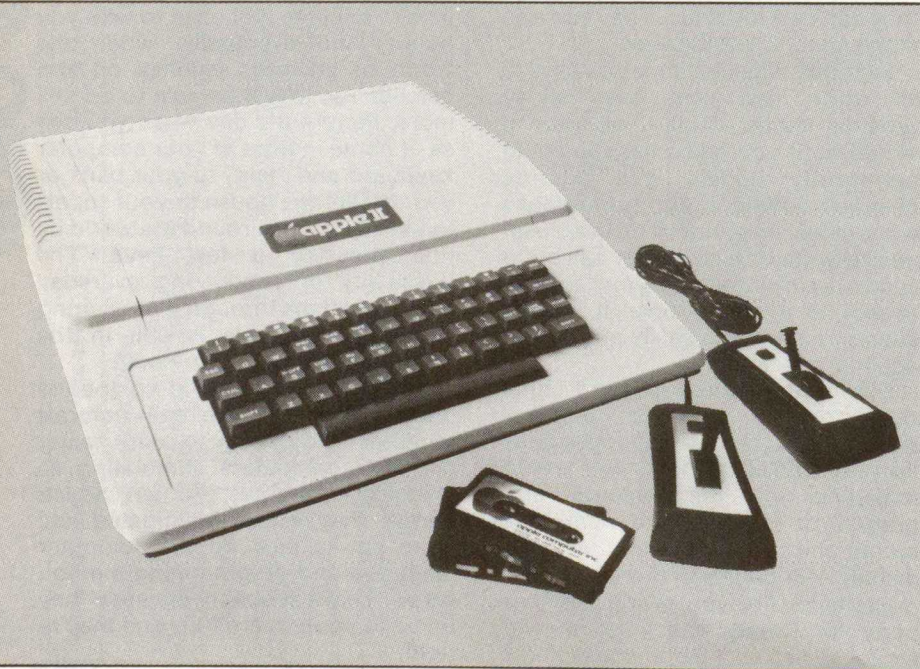
Users can either write their own programs, using the BASIC computer language, or use pre-programmed cassettes and diskettes. Among the programs currently available are Checkbook, Finance 1, and games such as Startrek/Starwars, Blackjack/Slot Machine, and Data Mover/Telepong.

BUYER'S DATA

The Apple II console weighs 11 pounds and measures 4¼ x 15 x 18 inches (h/w/d).

The suggested retail price—console and game controllers—is \$1195. Programs retail for from \$7.50 to \$25.

To receive additional information on the Apple II, circle No. 72 on our Reader Service Card.



COMPUCOLOR II

from Compucolor Corp.

Compucolor II, also called the Renaissance Machine, is a computer with a 72-key typewriter-style keyboard. The Model 3, the unit recommended for home use by Compucolor, comes with its own 13-inch diagonal color CRT monitor and the Sampler diskette, which contains program demonstrations, loan scheduling compilation, a slot-machine game, and Concentration. Owners can either write their own programs (using the BASIC computer language) or purchase pre-programmed diskettes, and storage capability is built in—programs can be put on diskettes and information retrieved at any time.

Among the diskettes currently available are programs for checkbook balancing, income tax compilation, menu planning, and games such as chess, Othello, Hangman, three-dimensional Tic-Tac-Toe, Math Tutor, and Biorhythms.

BUYER'S DATA

The dimensions and weight of the Compucolor II console were not available to us at presstime.

The suggested retail price—computer console and monitor—is \$1495. Pre-programmed diskettes retail for \$19.95 each.

To receive additional information on the Compucolor II, circle No. 73 on our Reader Service Card.

SMARTS II

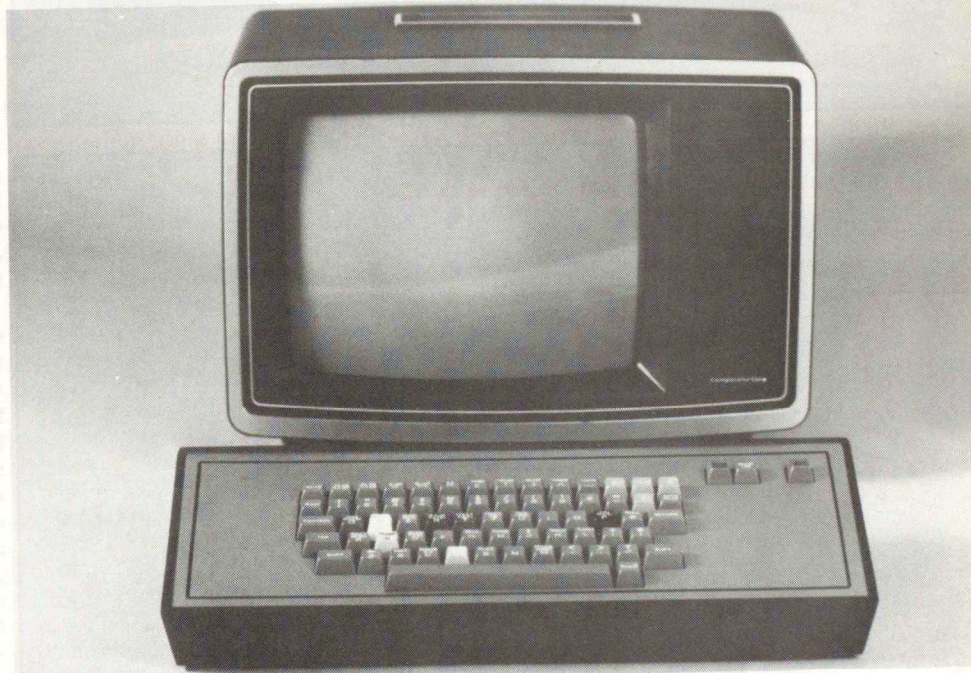
from Fire Bird Sales

The Smarts II is a two-piece computer consisting of a separate computer unit (CPU) and a 63-key typewriter-style keyboard plus the Smarts II Fundamentals program that teaches computer programming. It displays on a conventional TV set (in color when used with a color TV) and comes with an expandable storage capability that's called, in computer parlance, a floppy disk system.

Currently available are programs in home management, the stock market, and menu planning, plus games such as chess and Star Trek. Functional applications—such as home security and alarm systems and light control—are planned for the future.

BUYER'S DATA

The Smarts II keyboard measures



2 x 14½ x 7¼ inches (h/w/d) and weighs 6 pounds. The CUP weighs 26 pounds and measures 7 x 15 x 15¼ inches (h/w/d).

The suggested retail price is \$1600.

Programs retail for from \$20 to \$35.

To receive additional information on the Smarts II, circle No. 74 on our Reader Service Card.

HOME COMPUTERS

TRS-80

from Radio Shack

Radio Shack's TRS-80 Level 1 computer system, recommended as the basic beginner's computer for home use, is made up of a computer console with 53-key typewriter-style keyboard, Realistic audiocassette recorder for program storage, 12-inch diagonal black-and-white CRT

monitor, and power supply. For more sophisticated uses, it is expandable for more memory and storage capability, and a printer can be interfaced for permanent readouts.

Owners can write their own programs (using the BASIC computer language) or use pre-programmed cassettes. Among the programs currently available are a course in BASIC programming, per-

sonal finance management, Math 1, Algebra 1, Backgammon/Blackjack, and a game called Quick, Watson.

BUYER'S DATA

Radio Shack's keyboard console measures 3½ x 16½ x 8 inches; keyboard and monitor weigh 40 pounds.

The suggested retail price of TRS-80 (Level 1)—keyboard console, monitor, and cassette recorder—is \$559. Programs retail for from \$4.95 to \$19.95.

To receive additional information on the TRS-80, circle No. 75 on our Reader Service Card.



VIDEOBRAIN

from Umtech

The VideoBrain (System 100, recommended as the basic system for home use) comes complete with computer console with 37-key typewriter-style keyboard, two joystick controllers for game-playing (two more can be added if desired), AC power adaptor, and Financier program cartridge. It connects directly to any conventional TV set and displays in color on color TVs. With the addition of some optional accessories, it can be connected to a printer or audiocassette recorder for storage of information, and it can access other computers for sharing of information.

The VideoBrain uses pre-programmed cartridges primarily. They are available in the home management area, education (Music Teacher 1, Math Tutor 1, Wordwise), and entertainment (Pinball, Checkers, Gladiator, Blackjack). One cartridge, called Programmable, teaches the user to write his own programs in any area.

The VideoBrain was tested in depth and evaluated (VideoTest #11) in the Fall 1978 issue of VIDEO Magazine.

BUYER'S DATA

The VideoBrain console measures 5 x 14 x 11½ inches (h/w/d) and weighs 10 pounds.

The suggested retail price for the Model 100 is \$500. Program cartridges are available for from \$19.95 to \$80; the Programmable cartridge retails for \$150.

To receive additional information on the VideoBrain, circle No. 76 on our Reader Service Card.

